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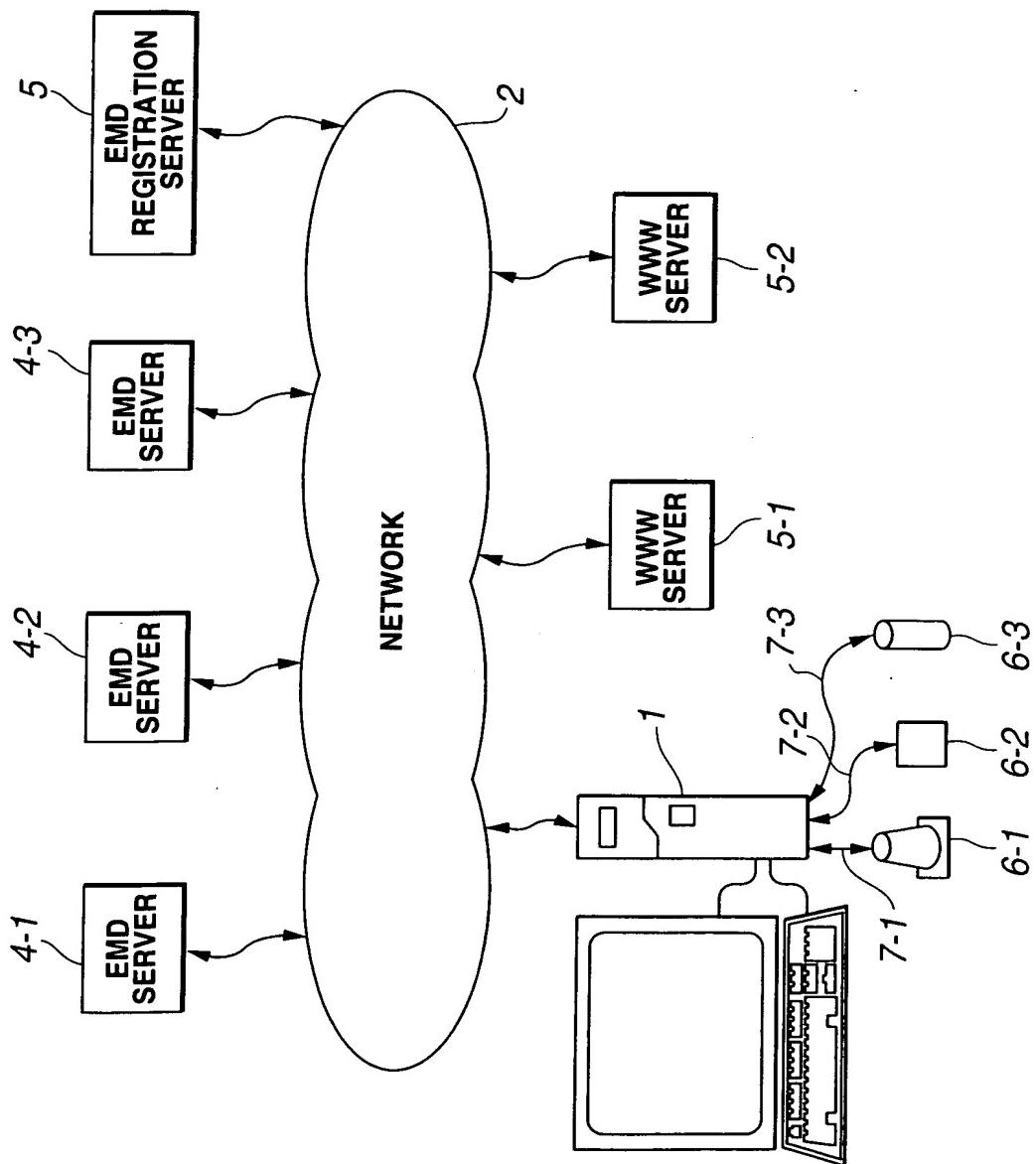


FIG. 1

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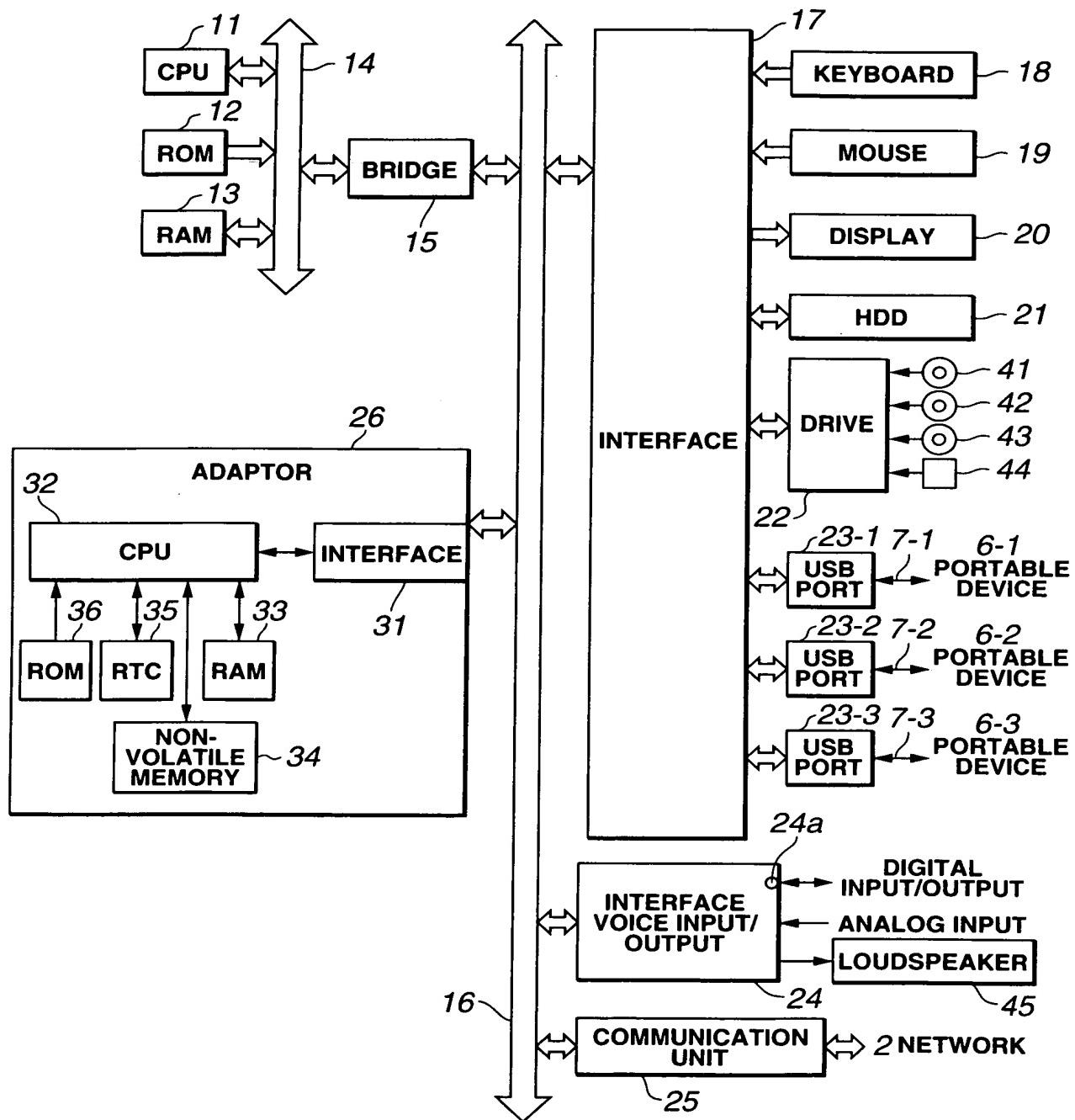


FIG.2

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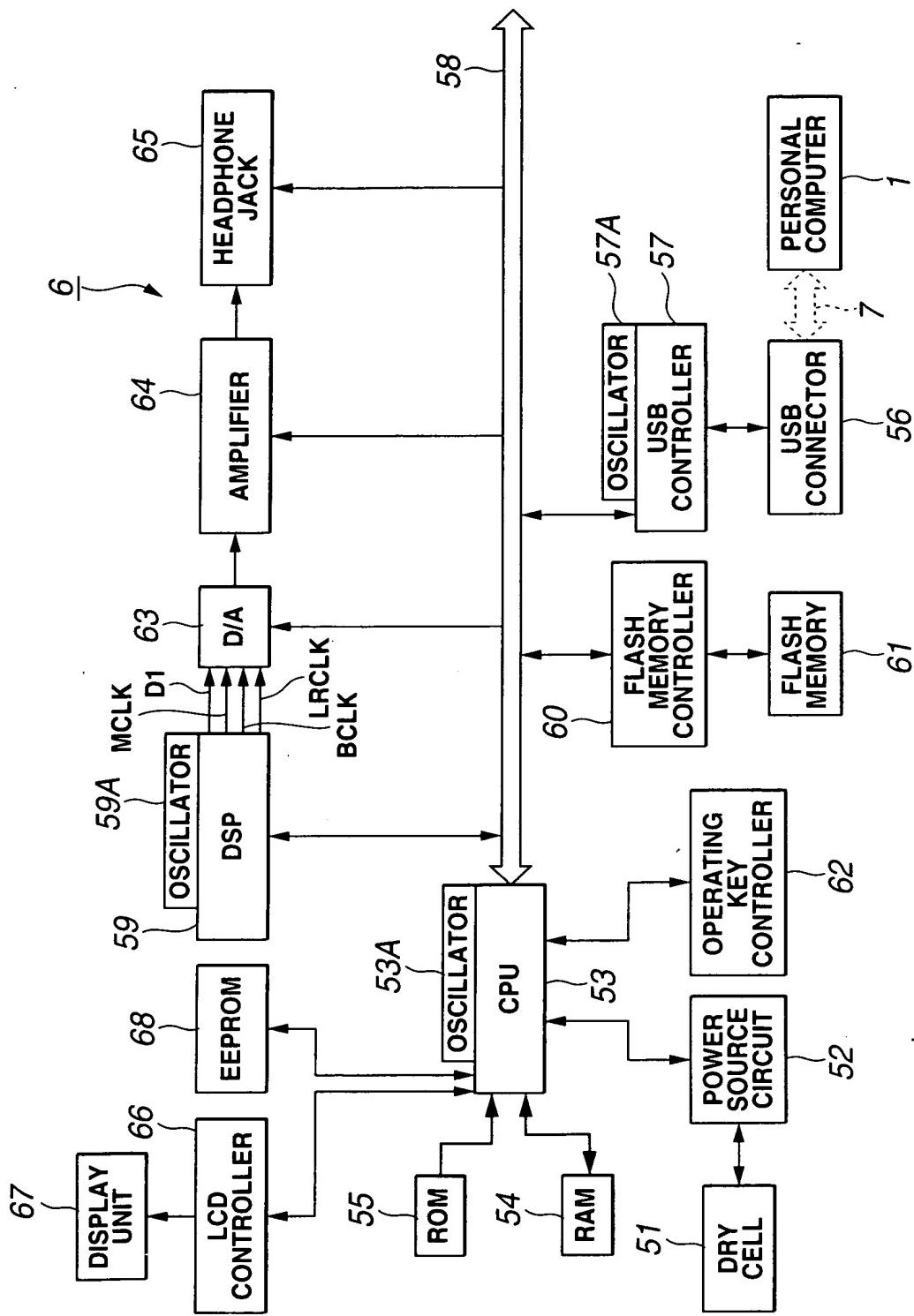


FIG.3

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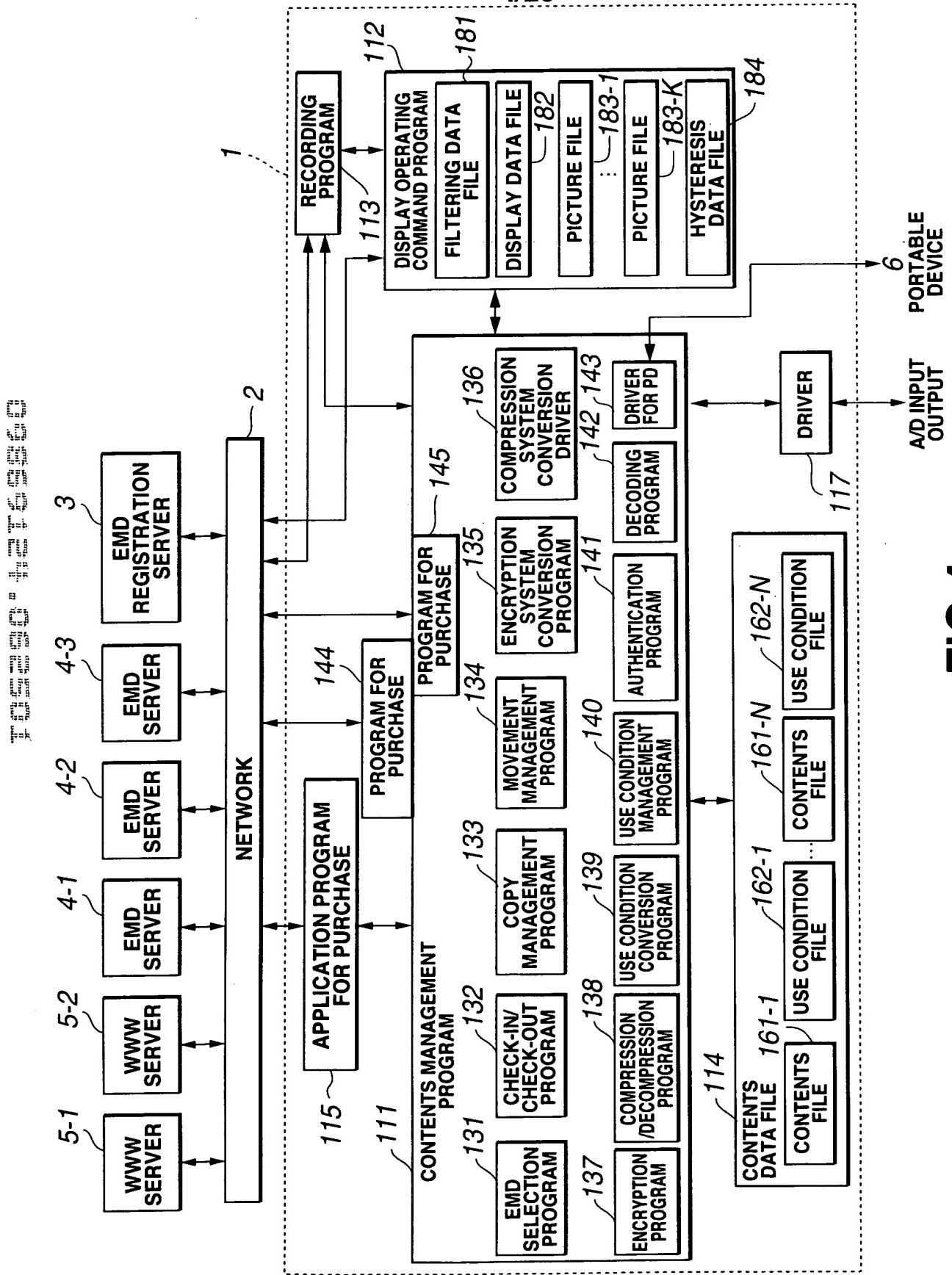


FIG.4

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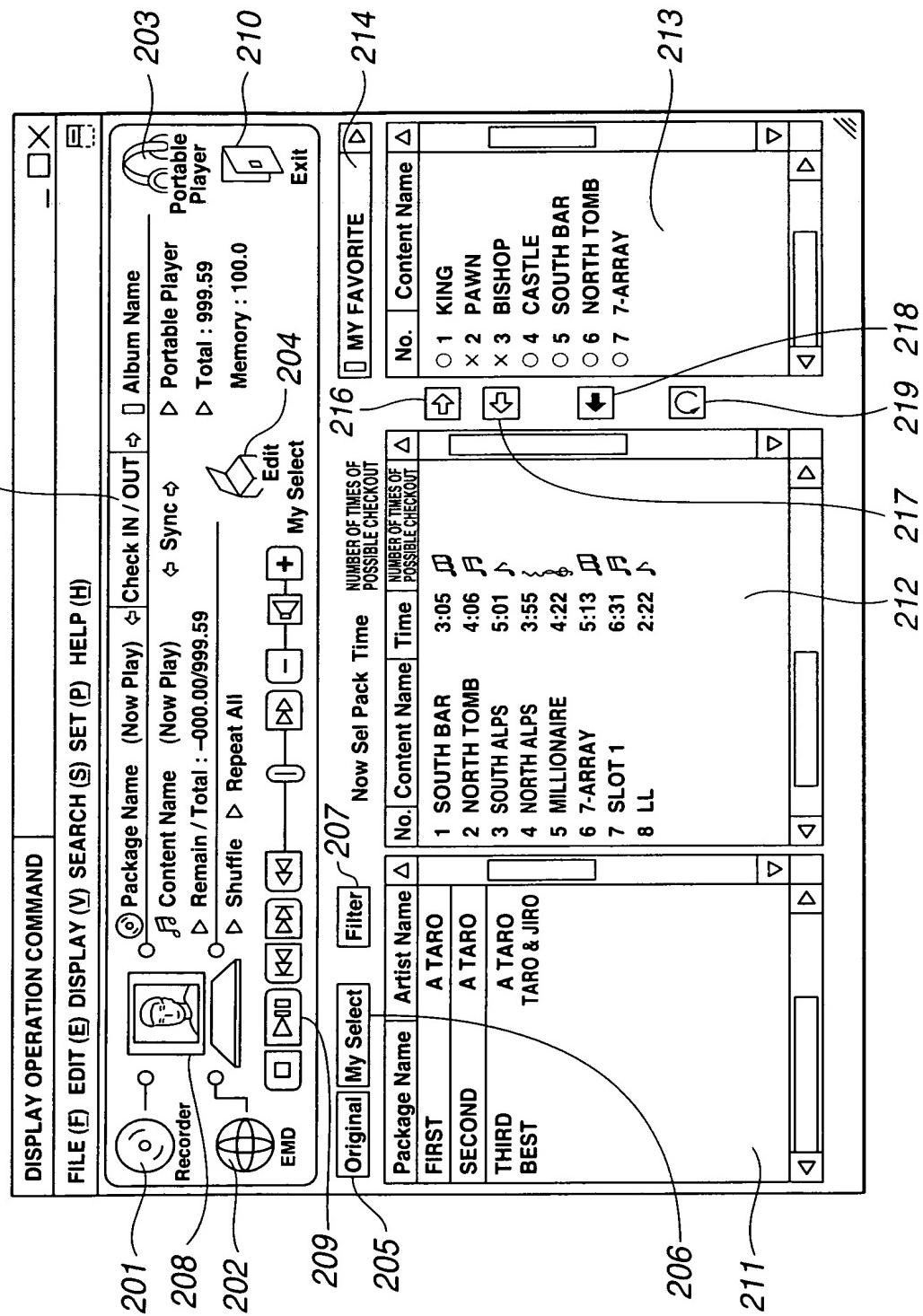


FIG.5

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RECORD

MENU (M) HELP (H)

Tr.01 00:00 132kbps

Remain: 148MB

Disc: ASYNCHRONIZED

Artist: QUAI

TRACK NUMBER	TRACK NAME	NAME OF ARTIST	PLAY TIME	RECORD
<input checked="" type="checkbox"/> 1	HEAT	KUWAI	05:31	
<input checked="" type="checkbox"/> 2	PLANET	KUWAI	04:44	
<input checked="" type="checkbox"/> 3	BLACK	KUWAI	05:41	
<input checked="" type="checkbox"/> 4	SOUL	KUWAI	04:15	
<input checked="" type="checkbox"/> 5	FALL	KUWAI	03:45	
<input checked="" type="checkbox"/> 6	DESTITU...	KUWAI	05:40	
<input checked="" type="checkbox"/> 7	SONIC	KUWAI	05:15	
<input checked="" type="checkbox"/> 8	BUTTERFLY	KUWAI	04:28	
<input checked="" type="checkbox"/> 9	WHERE DO WE...	KUWAI	05:13	
<input checked="" type="checkbox"/> 10	ADDY	KUWAI	03:41	
<input checked="" type="checkbox"/> 11	FUNKY	KUWAI	05:35	

ACQUISITION OF CD INFORMATION Select All Clear All

Auto Check Out to AUTO CHECKOUT

256 251 252 253 254 255

FIG.6

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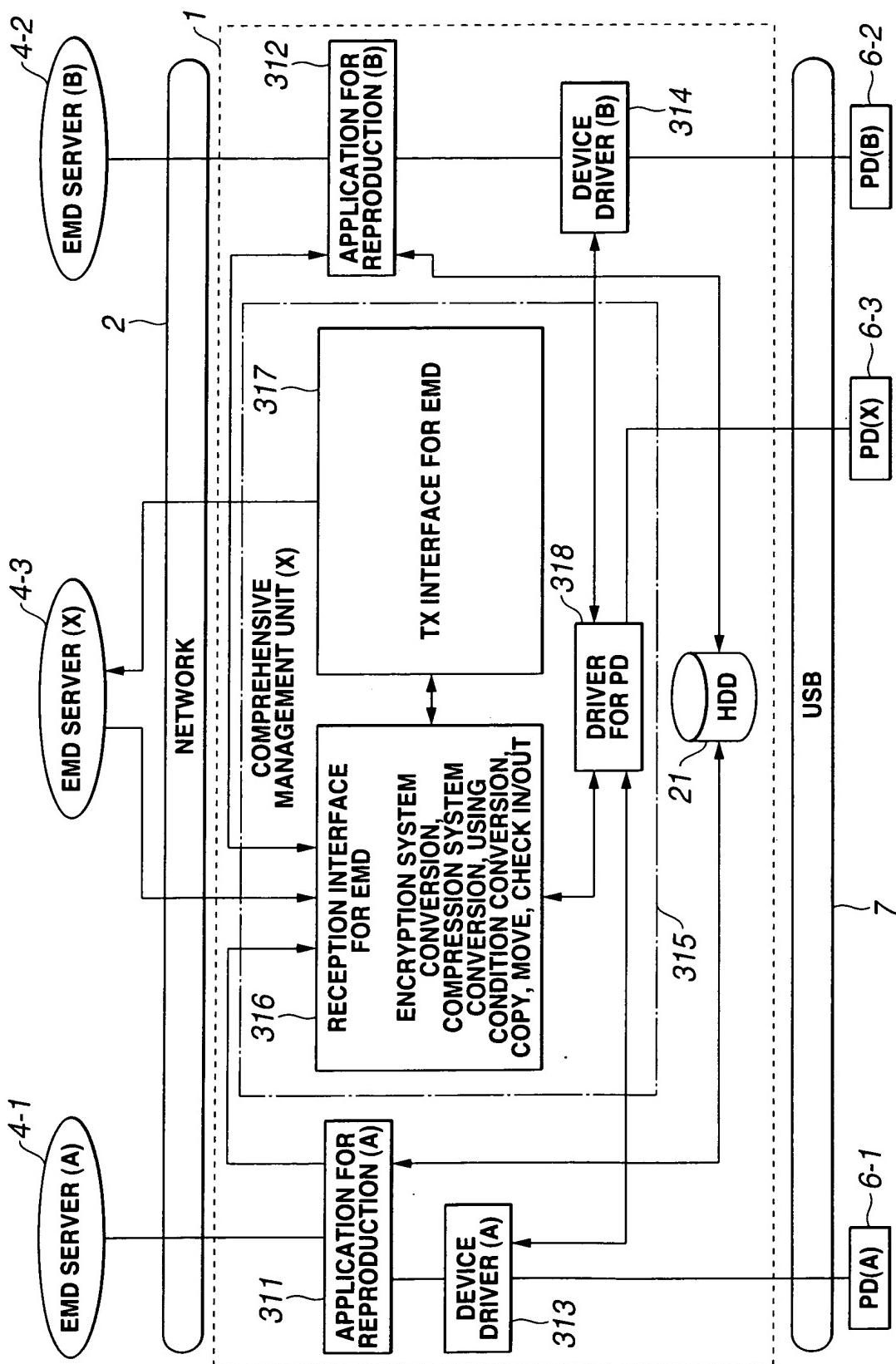


FIG.7

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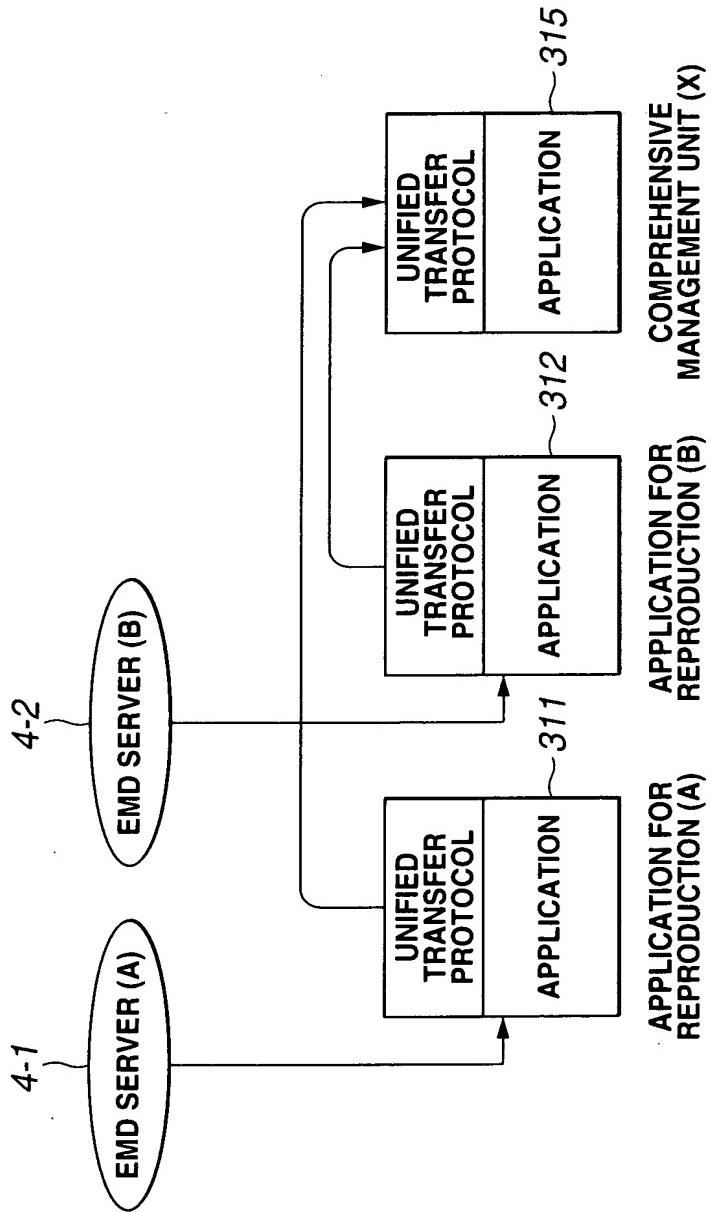


FIG.8

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FIG.9A

POLICY	VALUE
from	99/10/25
to	99/11/24
pay/play	yes/10yen

FIG.9B

CONTENTS

USING CONDITION INFORMATION

the first time he had seen her. — It was a very quiet evening.

INDEX FILE	331
AUTOMATON FILE	332
PARAMETER FILE	333
HYSTERESIS FILE	334

FIG.10

Automaton	341
MAC_{K_C} (Automaton)	342
Sig_{K_E}⁻¹ (Automaton)	343
Cert (K_E¹)	344

FIG.11

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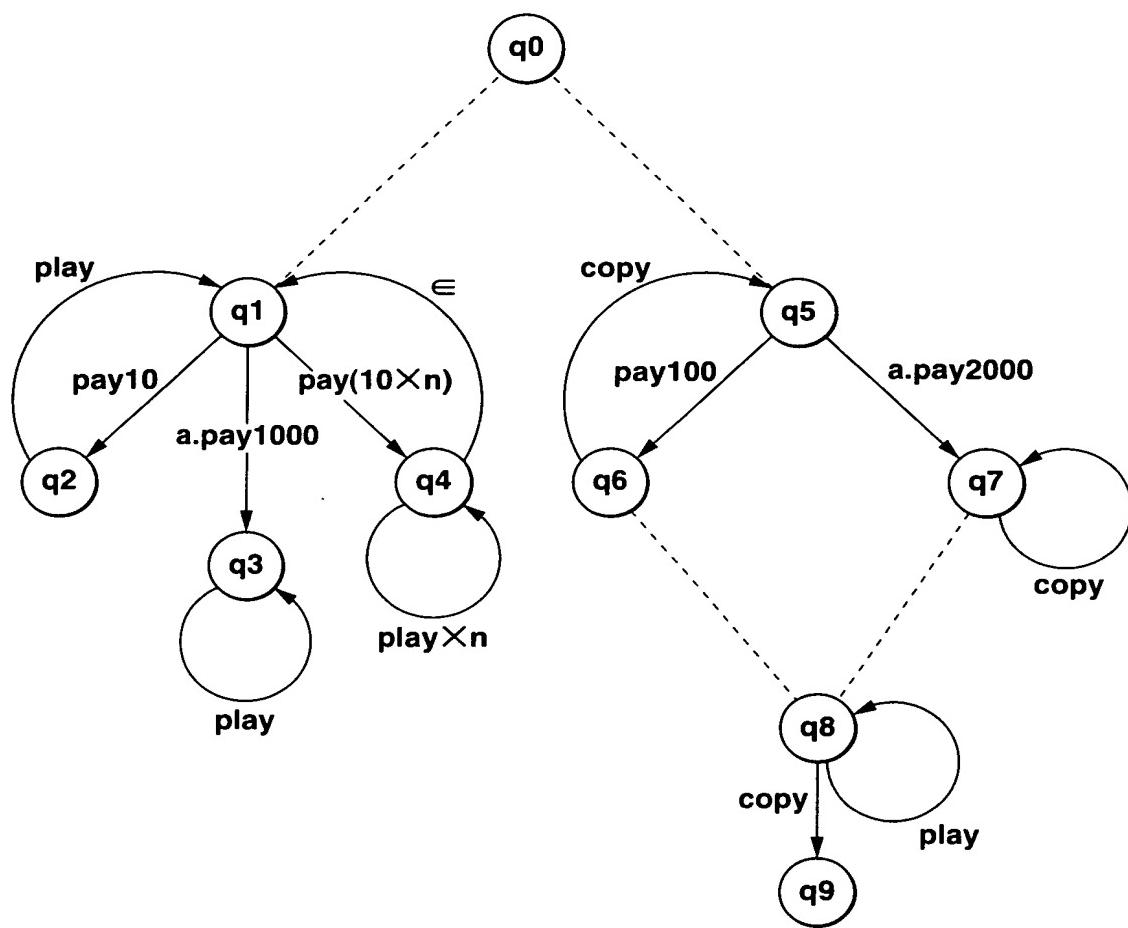


FIG.12

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< q₁, pay10, q₂ >
< q₁, a.pay1000, q₃ >
< q₁, pay(10×n), q₄ >
< q₂, play, q₁ >
< q₃, play, q₃ >
< q₄, play×n, q₄ >
< q₄, ε, q₁ >
< q₅, pay100, q₆ >
< q₅, a.pay2000, q₇ >
< q₆, copy, q₅ >
< q₇, copy, q₇ >
< q₈, play, q₈ >
< q₈, copy, q₉ >

FIG.13

Entity ID	~ 345
Content ID	~ 346
Automaton Version	~ 347
Variables	~ 348
Tuples	~ 349
Automaton Version	~ 347
Variables	~ 348
Tuples	~ 349
	:

FIG.14

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<!ENTITY% event" (

| | |
|--------------------|---|
| play | 1 |
| copy | 1 |
| pay-for-play | 1 |
| pay-for-copy | 1 |
| pay-for-album-play | 1 |
| pay-for-album-copy | 1 |
| from | 1 |
| to | 1 |
| null | 1 |

)" >

<!ENTITY% command" (

| | |
|---------------|---|
| drop | 1 |
| dup | 1 |
| swap | 1 |
| add | 1 |
| subtract | 1 |
| multiply | 1 |
| divide | 1 |
| remainder | 1 |
| upper | 1 |
| lower | 1 |
| equal | 1 |
| less | 1 |
| greater | 1 |
| less-equal | 1 |
| greater-equal | 1 |
| and | 1 |
| or | 1 |
| not | 1 |
| bit-and | 1 |
| bit-or | 1 |
| bit-xor | 1 |
| bit-not | 1 |

)" >

FIG.15

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Content playable from 1999/9/1

```
<automaton>
  <!--This usage rule system has one Right Unit.
  Initial state is q1-->
  <Initial-right-unit state="q1"/>

  <node state = "q1">
    <!--If after 1999/9/1, transfer to q2-->
    <rule event="from" next-state="q2">
      <arguments>
        <integer value="time:19990901"/>
      </arguments>
    </rule>
  </node>

  <node state = "q2">
    <!-- playable -->
    <rule event="play" next-state="q2"/>
  </node>
</automaton>
```

FIG.16

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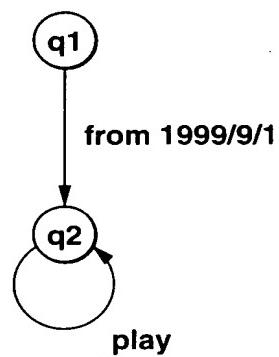


FIG.17

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Content playable until 1999/10/31

```
<automaton>

<!-- This Usage Rule System has one Right Unit.
Initial state is q2 -->
<Initial-right-unit state="q2"/>

<node state = "q2">
  <!--If after 1999/10/31, transfer to end -->
  <rule event="to" next-state="end">
    <arguments>
      <integer value="time:19991031"/>
    </arguments>
  </rule>

  <!-- playable -->
  <rule event="play" next-state="q2">
  </rule>
</node>

<!--Unusable state -->
<node state = "end"/>

</automaton>
```

FIG.18

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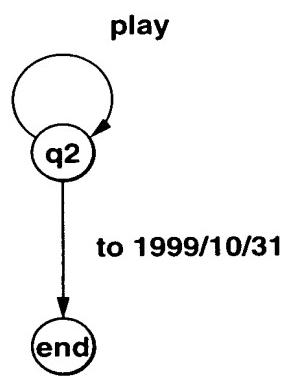


FIG.19

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Content playable 16 times from 1999/9/1 to 1999/10/31

```
<automaton>

<!--Define counter variables for playable numbers. Initial value is 16 -->
<define-variable name="count" initial-value="16" />

<!-- This Usage Rule System has one Right Unit. Initial state is q1 -->
<initial-right-unit state="q1" />

<node state="q1">
    <!--From 1999/9/1 transfer to q2 -->
    <rule event="from" next-state="q2">
        <arguments>
            <integer value="time:19990901" />
        </arguments>
    </rule>
</node>

<node state="q2">
    <!--From 1999/10/31, transfer to end -->
    <rule event="to" next-state="end">
        <arguments>
            <integer value="time:19991031" />
        </arguments>
    </rule>
</node>

<rule event="play" next-state="q2">
    <!--Playable only for "count" numbers -->
    <arguments>
        <variable name="count" />
        <command name="load" />
    </arguments>
    <!--If this rule is selected, the "count" number decrements by one-->
    <action>
        <variable name="count" />
        <command name="load" />
        <integer value="1" />
        <command name="subtract" />
        <variable name="count" />
        <command name="store" />
    </action>
    </rule>
</node>

<!--Unusable state-->
<node state="end" />

</automaton>
```

FIG.20

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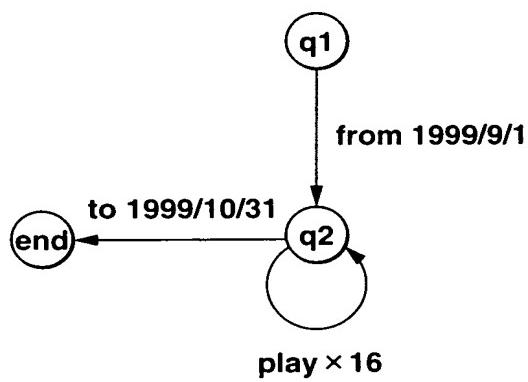


FIG.21

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Content playable less than and/or equal to 16 times

```
<automaton>

    <!--Define valuable counter for playable numbers. Initial value is 16 -->
    <define-variable name="count" initial-value="16" />

    <!-- Usage Rule System has one Right Unit. Initial state is q2 -->
    <initial-right-unit state="q1" />

    <node state="q2">
        <rule event="play" next-state="q2">
            <!--"Count" number of times playable -->
            <arguments>
                <variable name="count" />
                <command name="load" />
            </arguments>
            <!--If this rule is selected. "count" number decrements by one-->
            <action>
                <variable name="count" />
                <command name="load" />
                <integer value="1" />
                <command name="subtract" />
                <variable name="count" />
                <command name="store" />
            </action>
        </rule>
    </node>

</automaton>
```

FIG.22

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Parameters	~351
MAC _{K_C} (Parameters)	~352
Sig _{K_E} ⁻¹ (Parameters)	~353
Cert (K _E ¹)	~354

FIG.23

Parameters	~351
EntityID	~355
MAC _{K_C} (Parameters)	~352
Sig _{K_E} ⁻¹ (Parameters)	~353
Cert (K _E ¹)	~354

FIG.24

Entity ID	~356
Contents ID	~357
Contents	~358

FIG.25

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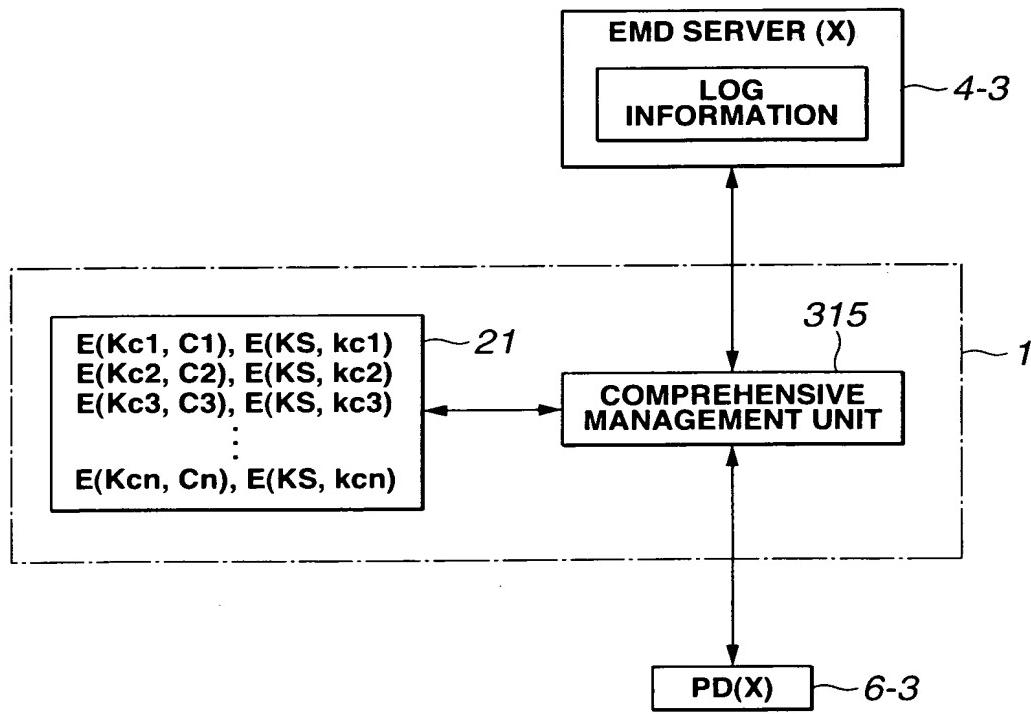


FIG.26

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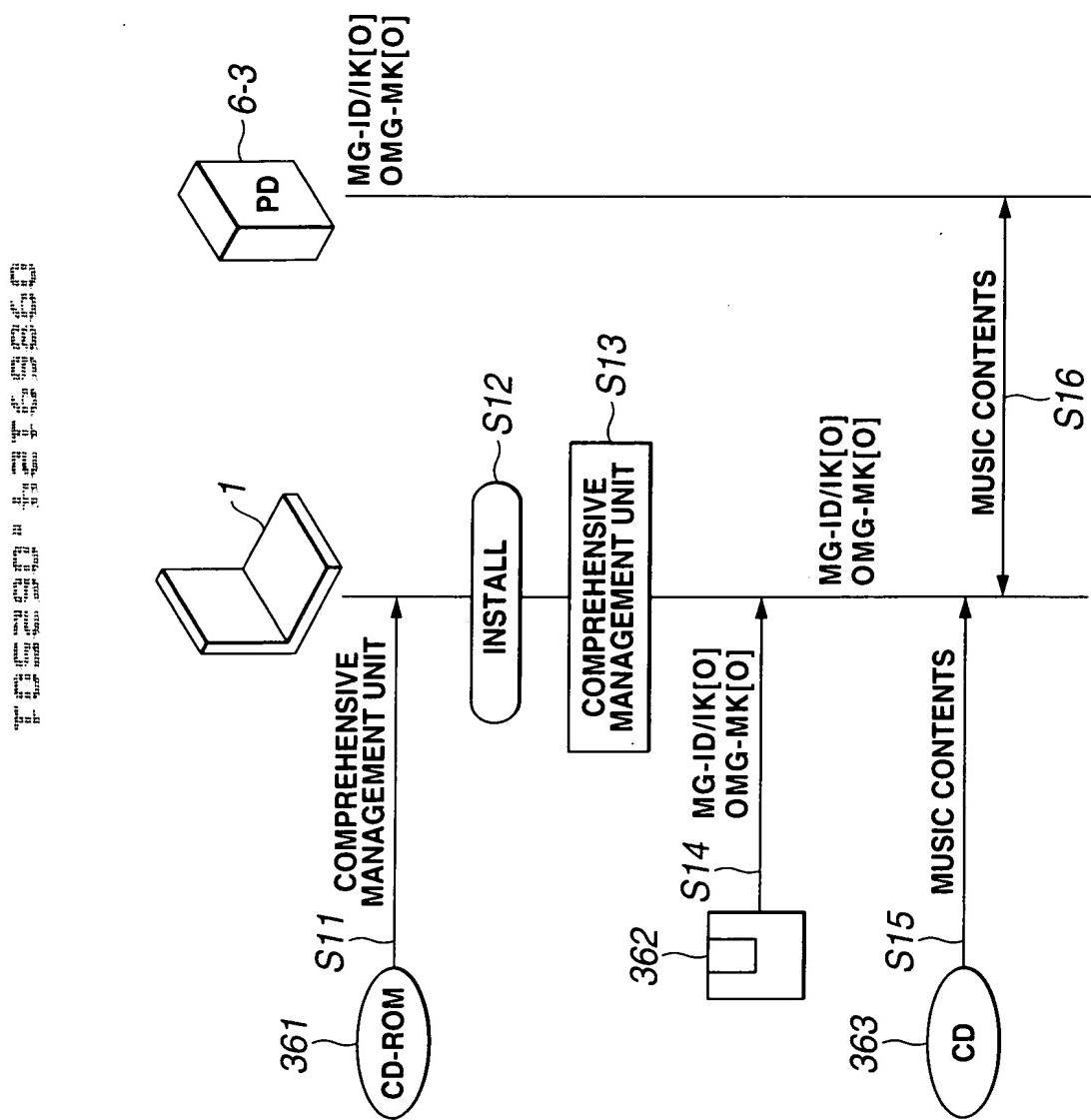


FIG.27

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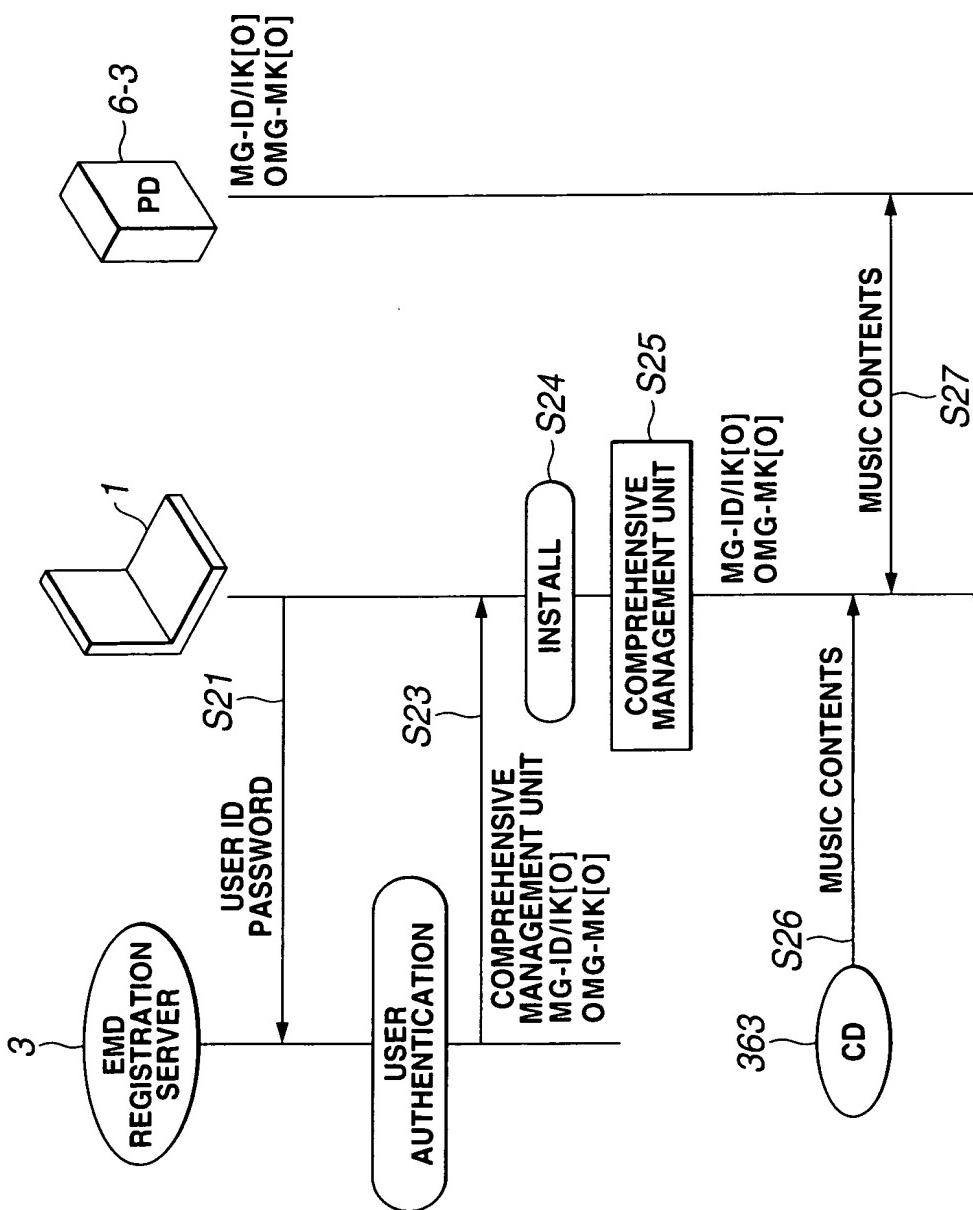


FIG. 28

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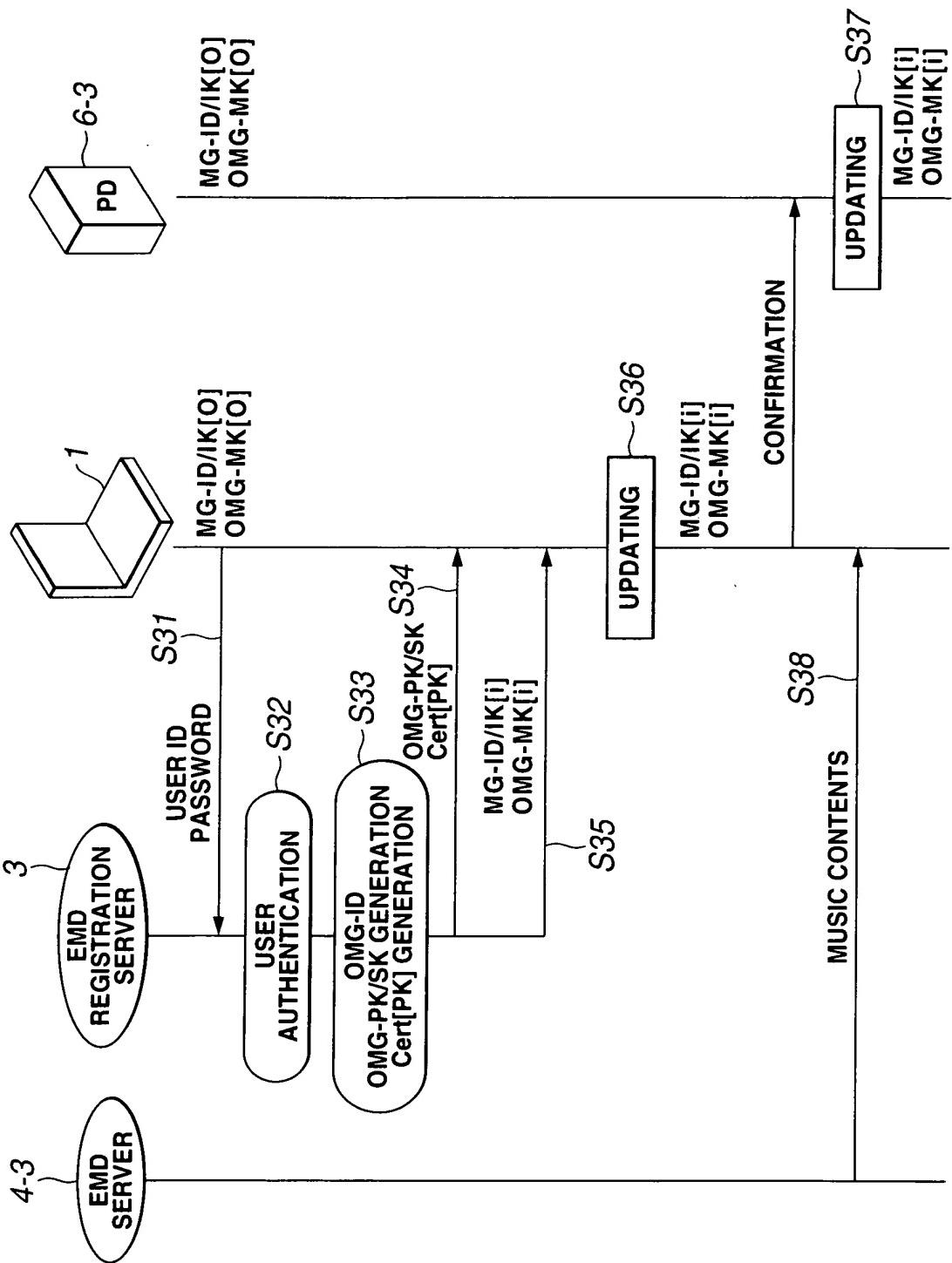


FIG.29

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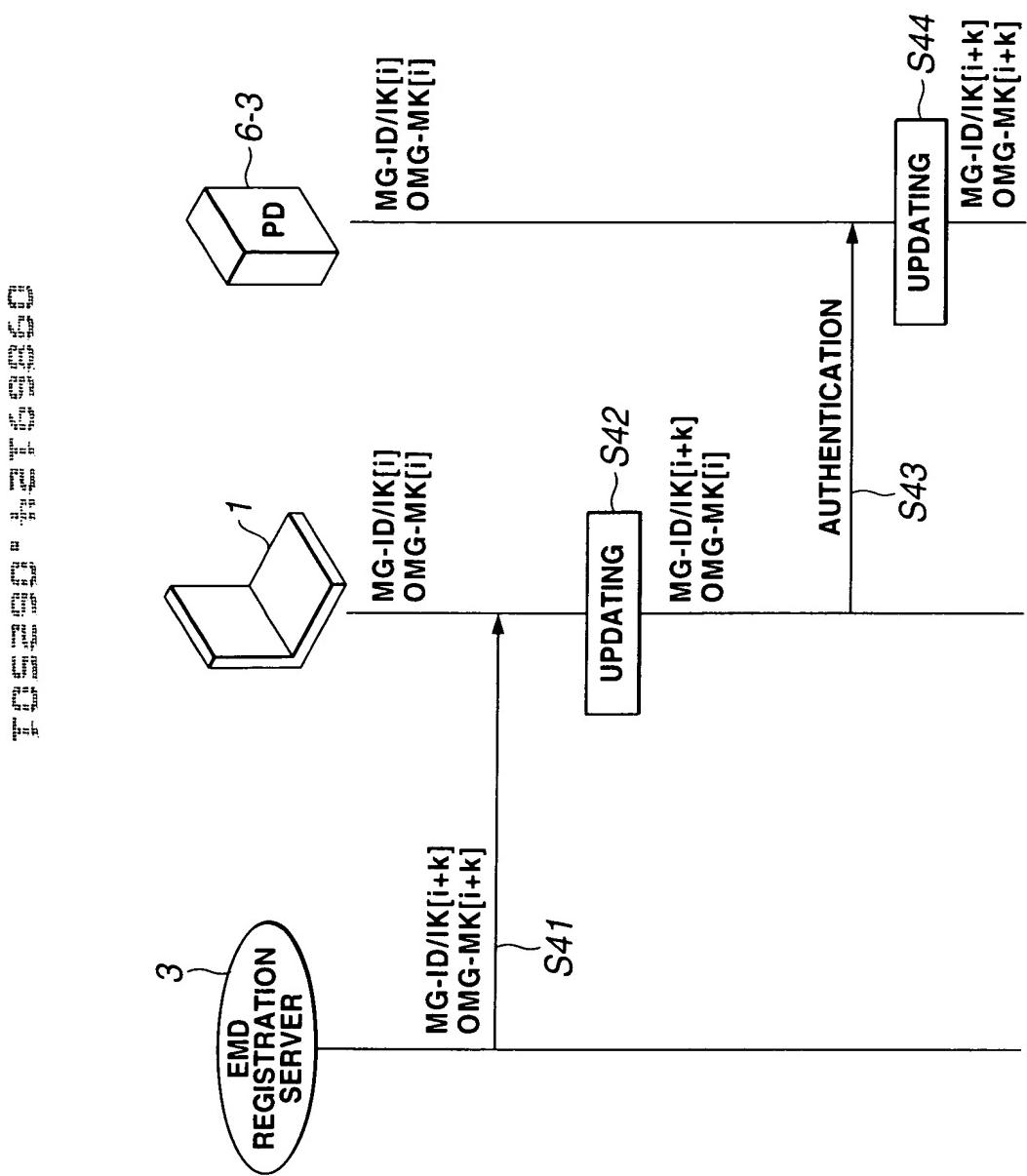


FIG.30

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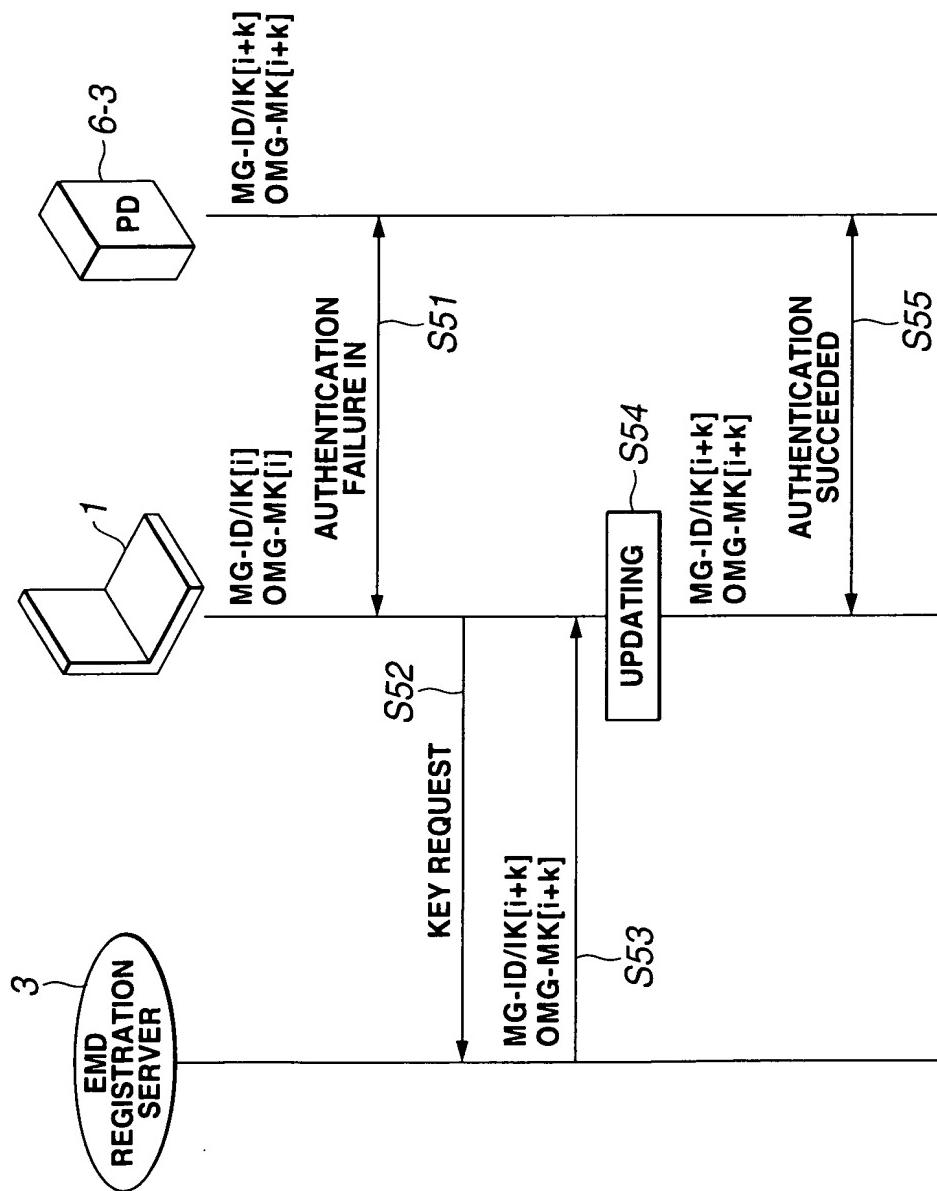


FIG.31